

II. IN THE DRAWINGS

1. Please amend **FIGS. 23 & 24**, as indicated in attached replacement drawings for these figures, by adding to the second (bottom) tabulation in each of these figures the color codes “0—” and “0—” corresponding to the blank (white) squares in the first (top) tabulation.





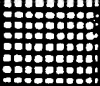



























2. Please amend **FIG.18**, as indicated in the attached replacement drawing for this figure, by clarifying that the assignment of “4” to the number of predetermined colors which may be displayed for the 4x4 preferred embodiment does not include the reflected color from the surface of the display when it is dark. Also, the definition of the Boolean operator “ \odot ” should be changed from “INCLUSIVE OR BOOLEAN FUNCTION” to “EXCLUSIVE NOR BOOLEAN FUNCTION.”


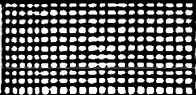


LEGEND

- N** : DIMENSION OF LOGIC GAME = NUMBER OF PREDETERMINED COLORS WHICH MAY BE DISPLAYED, (EXCLUDES REFLECTED COLOR WHEN DISPLAY IS DARK).
= 4 (FOR THE PREFERRED EMBODIMENT)
- n** : NUMBER OF BINARY BITS IN OPCODE AND COLOR CODE.
= $1n N + 1 = 3$ (FOR THE PREFERRED EMBODIMENT)
- I** : ROW NUMBER I, $I = 1, \dots, N$
- J** : COLUMN NUMBER J, $J = 1, \dots, N$
- DIR** : ROUTE DIRECTION BETWEEN TWO ADJACENT ROUTING SQUARES;
"R" DENOTES RIGHT
"U" DENOTES UP
"L" DENOTES LEFT
"D" DENOTES DOWN
- T** : OPCODE TRANSMITTER; $T = 1, \dots, 2N$
- R** : OPCODE RECEIVER; $R = 1, \dots, 2N$
- RC(T)** : RECEIVER CONNECTED TO TRANSMITTER "T"
- TC(R)** : TRANSMITTER CONNECTED TO RECEIVER "R"
- W(I,J)** : STATUS OF SWITCH LOCATED AT ROW "I" AND COLUMN "J"
- TCODE(T)** : OPCODE AT TRANSMITTER "T"
- RCODE(R)** : OPCODE AT RECEIVER "R"
- C(R)** : COLOR CODE AT RECEIVER "R"
- x(i)** : THE i th BIT OF OPCODE "X"
- y(i)** : THE i th BIT OF OPCODE "Y"
- cb(i)** : THE i th BIT OF COLOR CODE "C"
- C1(I,J)** : COLOR CODE AT THE RIGHT EDGE OF THE ROUTING SQUARE LOCATED AT ROW "I" AND COLUMN "J"
- C2(I,J)** : COLOR CODE AT THE TOP EDGE OF THE ROUTING SQUARE LOCATED AT ROW "I" AND COLUMN "J"
- C(I,J)** : COLOR CODE SELECTED FOR DISPLAY AT THE ROUTING SQUARE LOCATED AT ROW "I" AND COLUMN "J"
- ⊕** : EXCLUSIVE OR BOOLEAN FUNCTION
- ⊙** : ~~[[INCLUSIVE OR BOOLEAN FUNCTION]]~~ EXCLUSIVE NOR BOULEAN FUNCTION

EXPLANATION OF PROGRAM VARIABLES OF FIGS. 19 - 22

AMENDED FIG. 18

OPCODE	0 0 0	0 0 1	0 1 0	0 1 1	1 0 0	1 0 1	1 1 0	1 1 1
000								
001								
010								
011								
100								
101								
110								
111								

COLOR CODE	100	101	110	111	0--
COLOR					

COLOR ASSIGNMENTS FOR N = 4

AMENDED FIG. 23

OP- CODE	0 0 0 0	0 0 0 1	0 0 1 0	0 0 1 1	0 1 0 0	0 1 0 1	0 1 1 0	0 1 1 1	1 0 0 0	1 0 0 1	1 0 1 0	1 0 1 1	1 1 0 0	1 1 0 1	1 1 1 0	1 1 1 1
0000																
0001																
0010																
0011																
0100																
0101																
0110																
0111																
1000																
1001																
1010																
1011																
1100																
1101																
1110																
1111																

COLOR CODE	1000	1001	1010	1011	1100	1101	1110	1111	0---
COLOR									

COLOR ASSIGNMENTS FOR N = 8

AMENDED FIG. 24